

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

Term-End Theory

December, 2011

00918

BNMI-010 (F2F) : CHARACTER SETUP

Time : 1.5 hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt ALL questions.

**The following section is objective questions.
Please tick the right answers. Each question
carries 1 Mark.**

1. Which of the following is the Surface shader type available in Maya ?
 - (a) Fur Shader
 - (b) Ocean Shader
 - (c) Dynamic Shader

2. Which of the following map, changes the direction of the object's surface Normals based on the map's alpha gain value ?
 - (a) Bump map
 - (b) Height map
 - (c) Displacement map

3. Which of the following surface supports more than one material for an object ?
 - (a) Layered Texture
 - (b) Layered Shaders
 - (c) Ramp shaders

4. Which of the following mapping techniques creates UVs for a polygon mesh by simultaneously projecting from multiple planes ?
 - (a) Planar mapping
 - (b) Cylindrical mapping
 - (c) Automatic mapping

5. Which of the following is not a 2D texture type available in Maya ?
 - (a) Cloth
 - (b) Cloud
 - (c) Bulge

6. Which of the following is the noise type available to Volume Noise or Noise 2d textures ?
 - (a) Ripple
 - (b) Wave
 - (c) Splash

7. From the following maps which does pertain to be a non-procedural map.
 - (a) File 2D Texture
 - (b) Crater 3D Texture
 - (c) Ramp 2D Texture

8. Which of the following is not a type of Volumetric Material ?
- (a) Env Fog
 - (b) Light Fog
 - (c) Surface Fog
9. Which of the following is a glow type available in the Optical FX utility ?
- (a) Rim Halo
 - (b) Bim Halo
 - (c) Zoom Halo
10. Which attribute of placement 2D texture utility specifies how many copies of the texture map are mapped within the coverage area along either the U or V directions ?
- (a) Wrap UV
 - (b) Repeat UV
 - (c) Rotate UV
11. Which of the following is the projection type available in Maya projection utility ?
- (a) Torus
 - (b) Ball
 - (c) Cone

12. Which of the following utility converts colour image into grayscale ?
- (a) Ocean Shader
 - (b) Fur Shader
 - (c) Cloth Shader
13. Which of the following is not a type of Render Layer Presets available in Maya ?
- (a) Luminance Depth
 - (b) Occlusion
 - (c) Raytrace
14. Which of the following is a Maya Mental Ray Shader ?
- (a) Sub Surface Scatter shader
 - (b) Surface shader
 - (c) Ocean shader
15. Which of the following materials simulate fog, smoke, dust or other atmospheric effects ?
- (a) Displacement Materials
 - (b) Volumetric Materials
 - (c) Surface Materials

16. Answer the below questions in brief (min 5 lines). Each question carries 5 marks.

- (a) Define the following shaders with real world material examples (Any Two).
- (i) Ocean Shader
 - (ii) Anisotropic
 - (iii) Ramp Shader
 - (iv) Blinn
- (b) Define the following utilities available in Maya (Any Two).
- (i) Multiply-Divide utility
 - (ii) Color Blend
 - (iii) Reverse utility
 - (iv) Quad Switch utility
- (c) Define the following maps (Any Two).
- (i) Normal map
 - (ii) Diffuse map
 - (iii) Bump map
 - (iv) Reflection map
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